

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-20 (canceled)

Claim 21 (currently amended): A method for operating a casino slot machine to a reel stop position having a single spin outcome displaying a matrix of symbols having a plurality of pay lines in response to a wager on all of the plurality of pay lines received from a player, the casino slot machine having a touch screen display with a plurality of pay lines and a pay table with winning symbol combinations and corresponding awards, the method comprising the steps of:

randomly displaying [[a]] the matrix of symbols for the plurality of pay lines in the touch screen display as the single spin outcome in response to receiving the wager;

when a trigger symbol is displayed in a predetermined area of the matrix of symbols of the spin outcome, alerting the player that the player qualifies for a player selectable wild feature for the single spin outcome; the player selectable wild feature providing the player with a touch input on any one of the remaining displayed symbols in the matrix of symbols of the spin outcome, other than the trigger symbol, so as to obtain any winning symbol combinations having higher corresponding awards based on the pay table than found in the single spin outcome;

receiving the touch input from the player on one symbol of the remaining displayed symbols in the matrix of symbols on the touch screen for the single spin outcome in response to alerting the player;

converting the aforesaid one touched symbol to a wild symbol in the displayed matrix of symbols for the single spin outcome in response to receiving the touch input;

awarding the player awards corresponding to any winning symbol combinations on the plurality of pay lines based on the pay table and in response to converting the one touched symbol to the wild symbol in the single matrix of symbols of the spin outcome.

Claim 22 (currently amended): The method of claim 21 wherein said converting further comprises:

converting all other symbols in the displayed matrix of symbols in the single spin outcome that are the same as the one touched symbol to wild symbols.

Claim 23 (previously presented): The method of claim 21 further comprising:

having an enhanced multiplier with the one touched symbol; and
employing said enhanced multiplier for said awarding.

Claim 24 (previously presented): The method of claim 23 wherein said having an enhanced multiplier comprises:

randomly choosing said enhanced multiplier.

Claim 25 (previously presented): The method of claim 21 wherein said converting further comprises:

converting to a wild symbol each remaining displayed symbol in a predetermined line in said matrix of symbols in said touch screen having the one touched symbol.

Claim 26 (previously presented): The method of claim 21 wherein the trigger symbol automatically becomes a wild symbol in the displayed matrix of symbols as part of the player selectable wild feature.

Claim 27 (previously presented): The method of claim 21 wherein said alerting further comprises:

presenting instructions to the player on how to play the player selectable wild feature in response to the display of the trigger symbol.

Claim 28 (previously presented): The method of claim 21 wherein alerting occurs in a multi-media presentation.

Claim 29 (currently amended): A method for operating a casino slot machine to a reel stop position having a single spin outcome displaying a matrix of symbols having a plurality of pay lines in response to a wager on all of the plurality of pay lines received from a player, the casino slot machine having a touch screen display with a plurality of pay lines and a pay table with winning symbol combinations and corresponding awards, the method comprising the steps of:

randomly displaying a matrix of symbols for the plurality of pay lines in the touch screen display as the single spin outcome in response to receiving the wager;

when a trigger symbol occurs in a predetermined area of the displayed matrix of symbols, alerting the player that the player qualifies for a player selectable wild feature for the single spin outcome; the player selectable wild feature providing the player with a touch input on any one of the remaining displayed symbols in the matrix of symbols, other than the trigger symbol, so as to obtain any winning symbol combinations having higher corresponding awards based on the pay table than found in the single spin outcome;

receiving the touch input from the player on one symbol of the remaining displayed symbols in the matrix of symbols on the touch screen for the single spin outcome in response to alerting the player;

converting the aforesaid one touched symbol to the wild symbol in the displayed matrix of symbols for the single spin outcome in response to receiving the touch input;

automatically converting the trigger symbol to a wild symbol;

awarding the player for any winning symbol combinations on the plurality of pay lines based on the pay table, in response to converting the one touched symbol to the wild symbol and in response to automatically converting the trigger symbol to the wild symbol in the single spin outcome.

Claim 30 (currently amended): The method of claim 29 wherein said converting further comprises:

converting all other symbols in the displayed matrix of symbols in the single spin outcome that are the same as the one touched symbol to wild symbols.

Claim 31 (previously presented): The method of claim 29 wherein said converting further comprises:

converting to the wild symbol each remaining displayed symbol in a predetermined line in said matrix of symbols in said touch screen having the one touched symbol.

Claim 32 (previously presented): The method of claim 29 wherein said alerting further comprises:

presenting instructions to the player on how to play the player selectable wild feature in response to the display of the trigger symbol.

Claim 33 (previously presented): The method of claim 29 wherein said alerting occurs in a multi-media presentation.

Claim 34 (currently amended): A method for operating a casino slot machine to a reel stop position having a single spin outcome displaying a matrix of symbols having a plurality of pay lines in response to a wager on all of the plurality of pay lines received from a player, the casino slot machine having a touch screen display with a plurality of pay lines and a pay table with winning symbol combinations and corresponding awards, the method comprising the steps of:

randomly displaying a matrix of symbols for the plurality of pay lines in the touch screen display as the single spin outcome in response to receiving the wager;

when a trigger symbol is displayed in a predetermined area of the matrix of symbols, alerting the player that the player qualifies for a player selectable wild feature for the single spin outcome; the player selectable wild feature providing the player with a touch input on any one of the displayed symbols in the matrix of symbols, including the trigger symbol, so as to obtain any winning symbol combinations having higher corresponding awards based on the pay table than found in the single spin outcome;

receiving the touch input from the player on one symbol of the displayed matrix of symbols on the touch screen for the single spin outcome in response to alerting the player;

converting the aforesaid one touched symbol to a wild symbol in the displayed matrix of symbols for the single spin outcome in response to receiving the touch input;

awarding the player for any winning symbol combinations on the plurality of pay lines based on the pay table and in response to converting the one touched symbol to the wild symbol in the single spin outcome.

Claim 35 (currently amended): A method for operating a casino slot machine to a reel stop position having a single spin outcome displaying a matrix of symbols having a plurality of pay lines in response to a wager on all of the plurality of pay lines received from a player, the casino slot machine having a display with a plurality of pay lines and a pay table with winning symbol combinations and corresponding awards, the method comprising the steps of:

randomly displaying a matrix of symbols for the plurality of pay lines in the display as the single spin outcome in response to receiving the wager;

when a trigger initiation occurs, alerting the player that the player qualifies for a player selectable wild feature for the single spin outcome, the player selectable wild feature providing the player with an input for at least one of the displayed symbols in the matrix of symbols so as to obtain any winning symbol combinations having higher corresponding awards based on the pay table than found in the single spin outcome;

presenting instructions to the player on how to play the player selectable wild feature in response to the trigger initiation;

receiving, in the casino slot machine from the player, the input for the at least one displayed symbol in the displayed matrix of symbols for the single spin outcome in response to alerting the player;

converting the aforesaid at least one displayed symbol receiving the input to a wild symbol in the displayed matrix of symbols for the single spin outcome in response to receiving the input from the player;

awarding the player for any winning symbol combinations on the plurality of pay lines based on the pay table and in response to converting the at least one displayed symbol receiving the input to the wild symbol in the single spin outcome.

Claim 36 (previously presented): The method of claim 35 wherein the trigger initiation randomly occurs in response to receiving the wager.

Claim 37 (previously presented): The method of claim 35 wherein the trigger initiation is a function of successive losses by the player at the casino slot machine.

Claim 38 (previously presented): The method of claim 35 wherein the trigger initiation is a trigger symbol in a predetermined area of the displayed matrix of symbols.

Claim 39 (previously presented): The method of claim 35 wherein the display is a touch screen.